FIREHAWK™

Written by

Code Masters™

CODEMASTERS

Published by

CAMERICA®

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IMPORTANT PRECAUTIONS

We recommend that you take a 10 to 20 minute break for every 2 hours of play. Also to avoid eye strain, play the game at a reasonable distance from the T.V.

DO NOT touch the connectors or get them wet or dirty.

DO NOT clean the game case with benzene, alcohol, paint thinner or other such solvents.

DO NOT store the game in places that are very hot or very cold.

DO NOT hit it or drop it or attempt to take it apart.

DO NOT use on a FRONT OR REAR PROJECTOR TV.Projection TVs can be permanently damaged by displaying stationary screens or patterns, eg. a game in pause mode.

Camerica will not be held liable for any such damage. It is not a defect of the game, any stationary image can cause such damage.

Please contact your TV manufacturer for more information.

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Firehawk™

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THE STORY SO FAR . . .

Emergency!

Aid requested!

Patrolling fleet

Democracy in the small republic of the Lafian Islands is being threatened by drug barons who are uniting together in a bid to operate their business on a global scale!
The helpless Lafian government as a last resort has requested aid from America.
The congress in America agree to their plea for help and send a special task-force to try to overpower these menacing and evil forces.
If all goes as planned defeating the conspiring barons will bring freedom and peace back to the Lafian Islands.
You, as pilot of the most devastating helicopter gunship in existence, are called upon by your regiment to fly these dangerous missions!

MISSION BRIEFING

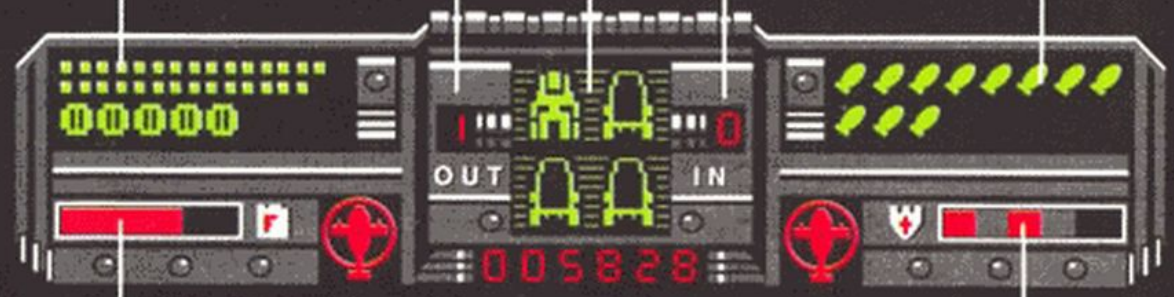
Task forces and reconnaissance aircraft have gained the vital information that we require for the planning of your missions and for our own operations.
The information indicates that the enemy already has a strong army and substantial air defence capabilities, we cannot afford any mistakes.
You will fly seven dangerous and treacherous missions across the forward battle area, in a bid to wipe out the enemy and recover all your ground reconnaissance paratroopers.
At the start of each mission you will see a map of the area over which your battle with the enemy will take place, followed by the mission brief. Study this brief *carefully* to decide upon your own approach and tactics.

Night drop!

Mission brief!

GOOD LUCK!

THE CONTROL PANEL



IMPORTANT

You begin with 3 shields. Each time you get hit you lose a shield. If you get hit with no shields you lose your helicopter!

When you destroy certain enemy installations various Power-Up Icons will appear. Collect these to increase your BULLETS, BOMBS, FUEL, SHEILDS and to increase your firepower.

GAME CONTROLS

A BUTTON	Shoots bullets.
B BUTTON	Launches bombs - these will explode directly below your sights.
START	Pause.
SELECT	Switches sights. Your sights will point to the nearest para or your aircraft carrier.
LEFT	Rotate anti-clockwise.
RIGHT	Rotate clockwise.
UP	Move forward.
DOWN	Move backward.

PARA RESCUE SECTION

A BUTTON	Shoots bullets from RIGHT cannon
B BUTTON	Shoots bullets from LEFT cannon
LEFT	Shoots bullets from LEFT cannon
START	Pause.
SELECT	Abort para rescue section - use this if you are low on fuel or ammo.

Fend off enemy helicopters until your para has climbed to safety. Each enemy that gets past your sights will cause you damage.

PLAYING THE GAME

Take-off!

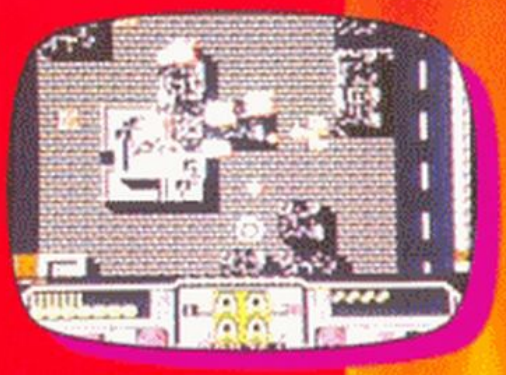
Follow the arrow

Each mission will start and finish on your aircraft carrier.
When you start the game you have 3 helicopter gunships, a new helicopter will be awarded for every *100,000* points scored.
At the beginning of each mission your crew will re-arm, fuel-up and repair any damage that has been sustained during battle.

Follow the arrow in your sights and find the nearest para. Hover **directly** above him and you will decend and begin the *Para Rescue Section* - see page 10.
When you return para's to your ship you will be given some fuel, some ammo and one shield. Your helicopter will carry up to 4 para's, but it is sometimes wise to return them to your ship one at a time! When you are destroyed any para's onboard are also killed - *so be careful!*

PLAYING THE GAME

Extra shields and fuel can be picked up during battle by collecting the *Power-Up Icons.* If you run out of either during flight your helicopter will fall from the sky and be destroyed.
In desperate cases the crew onboard your ship will top you up a little- *but don't rely on them!*



Power-up icon

FIREPOWER
Bullets will hit anything in their path, but each target takes a varying number of hits to destroy.
As you collect *Power-Up Icons* your bullets will become extremely effective.
Bombs are lazer-guided to land beneath your sights, they cause maximum damage but should be used sparingly.

Rapid fire!

Bombing raid

POWER-UP ICONS

These will appear when you destroy certain targets, floating upwards - touch them before they disappear!

To replace the losses of combat...

Extra Ammo and Fuel - Gives 2 bombs, 2 cartridges of bullets and a quarter tank of fuel.

New Shield - Replaces 1 lost shield.

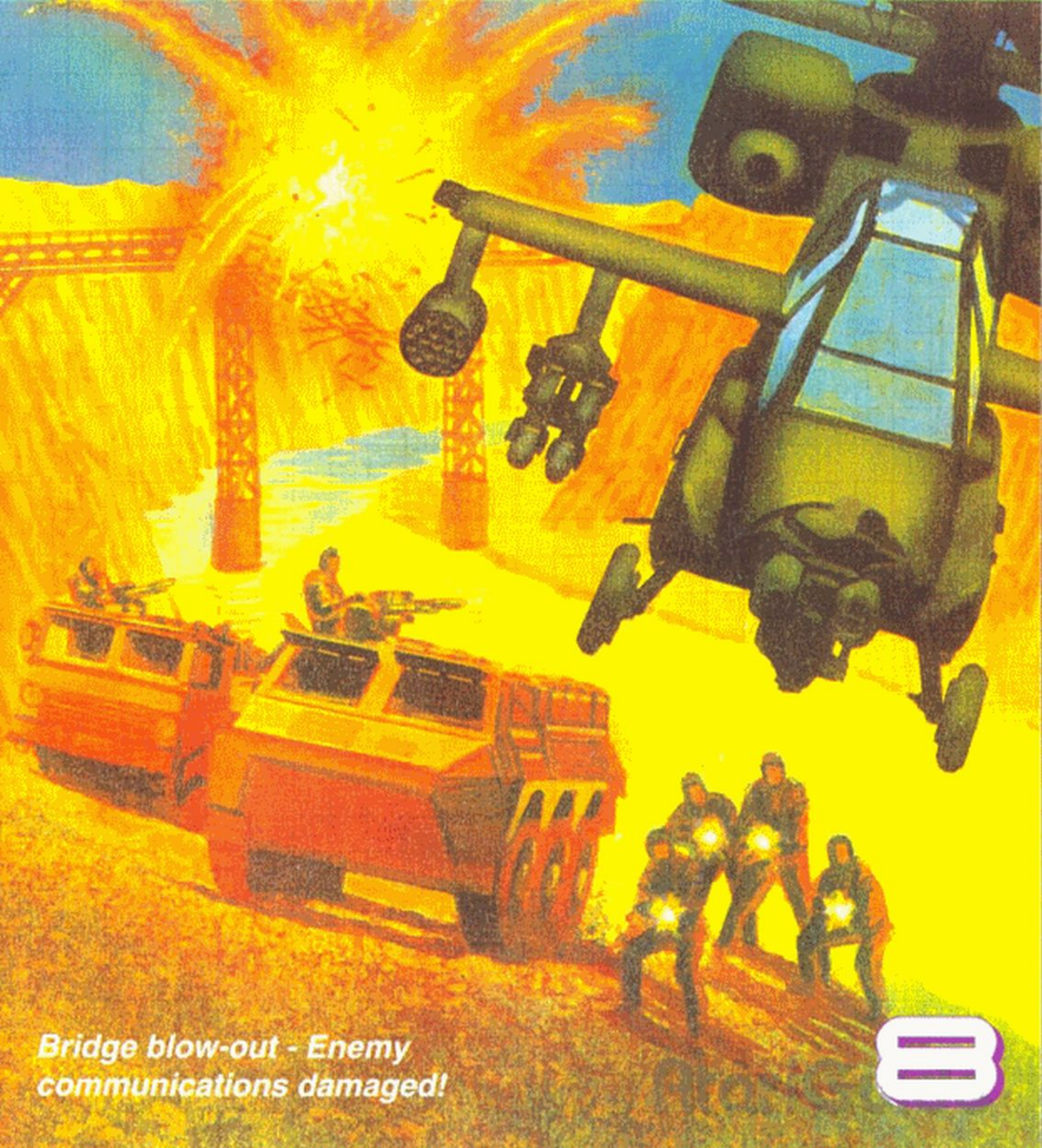
To enhance your performance and firepower...

Faster Firing - Increases rate of auto-fire from cannons.

Helicopter Speed-Up - Improves maneuverability and increases your helicopters top speed.

Bigger Bullets - Increases size and power of all bullets fired.

Triple Firing - Adds foward firing cannon and offsets wing cannons outwards.


Bridge blow-out - Enemy
communications damaged!
8

9

Keep the skies clear and your para stands a fighting chance!

PARA RESCUE SECTION

After hovering over one of your paratroopers you will take a view point from behind the helicopter.
A rope ladder will descend to enable your man to try and climb to safety. Enemy choppers will be sweeping across the screen, if they make it past both your cannons they will turn and fire causing damage.

Lowering the rope

You have on board special heat seeking sights which will automatically track and *lock on* the target..You must fire when the enemy is within your sights to destroy it. Bombs will only be despatched when you are all out of bullets.

Climbing to safety!

Use **A BUTTON** to fire your *right* cannon.
Use **B BUTTON** or **LEFT** for your *left* cannon.
You can abort a rescue mission if you are low on ammo at any time by pressing **SELECT**.
Use your ammo sparingly!

HINTS AND TIPS

A helicopter is not an easy thing to fly! you will need to practice to become a great pilot.

Always avoid rescues if you are low on bullets and bombs.

It is vital to destroy runways, tank hangers and heli landing pads as soon as you see them, because *they* have also seen *you!*

Destroy everything as you advance foward into the battle, so you'll always have a safe area to retreat to when the enemy is too strong.

Important mission info

Learn where the icons are and what power-ups they will give you.

SPECIAL HIDDEN FEATURES

These secret features are activated in various different ways by using particular keypad combinations.

With quick reactions you can out-maneuver enemy heat-seeking missiles!

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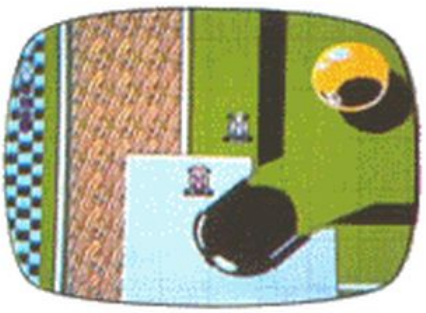

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Each of the 4 games in this collection is carefully researched and programmed to be as accurate as possible and to capture the tension and atmosphere of the original sport.

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ABOUT CODEMASTERS AND ITS YOUNG FOUNDERS.

David and Richard Darling started writing video games while they were in their early teens and still at school in England.

From these beginnings David and Richard became contract games authors. They wrote games for many major British software houses, and many of them turned out to be run away best sellers. The boys had by then realised that they had a natural talent for coming up with games that people really want to play!

David and Richard formed Codemasters, their own company, in October 1986. Within a year Codemasters was the best selling games software publisher in the UK. Codemasters has dominated UK charts.

Over thirty of the worlds best games people work at Codemasters global headquarters, a 96 acre farm in the heart of rural England. Codemasters has the resources, the expertise and the drive to bring you the very best in video game entertainment and that's exactly what Richard and David aim to do!

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FCC INFORMATION

The device complies with Part 15 of the FCC Rules. Operations subject to the following two conditions.

1. This device may not cause harmful interference and

2. This device must accept any interference received including interference that may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does not cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio\tv technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.

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